
Title: Skeletons

Author:

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A musty, dogeared tome
with a scratched drawing
of a skeleton on the
front page.

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The animated bones of
the dead are terrible to
behold, but truth to tell
they are not formidable
warriors, being able to
overcome a well-trained
fighter only in large
groups. Like ghouls, they
appear to ingest meat in
some supernatural fashion.

The bones of a formerly
animated skeleton are
desired for certain dark
magicks.

Skeleton Knights:

Knights who failed to hold
to their tenets are
doomed to roam the
afterlife as Skeletal
Knights. First seen in the
new lands, these knights
rise in legions to battle
the army of the living.
Utterly devoid of fear
there is no chance a
skeletal knight will ever
break off the attack.
These knights are the
best sword fighters and
tacticians doing battle for
the ever-growing numbers
of undead.

Skeleton Mages:

A dying mage who has
chooses to perform the
ceremony to become a

lich and fails, will often become a Skeleton Mage. Still armed with a formidable repertoire of the dark arts, skeletal mages should not be underestimated. Burning with the power of the damned, the skeleton mage appears as the color of flame.